Fortnightly • No 167 • £1.30 • 20 Oct to 2 Nov 1999

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SONIC THE COMIC

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NEW! Sonic in the Super-Hero Zone!

WIN! SCIENCE FX™ Games!

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SUPERZONE

Script: Lew Stringer · Art: Mick McMahon · Lettering: Elitta Fell

Time Zone

THE EMERALD HILL ZONE, WHERE SONIC AND AMY ARE ABOUT TO EMBARK ON A NEW ADVENTURE...

THERE'S A GATEWAY TO ONE OF THE *NEW ZONES* UP AHEAD, AMY!

JUST ONE OF *MANY* NEW ZONES! WE HAVE TO CHECK THEM OUT IN CASE THEY POSE A *DANGER* TO THE *EMERALD HILL!*

GOOD LUCK, GUYS! BRING ME A STICK OF ROCK BACK!

SKRONNKLE!

WOW! WHAT SORT OF PLACE *IS* THIS?

A ZONE FULL OF SUPER-HEROES!

THAT'S ALL WE NEED!

HERO ST

BEHOLD, STRANGERS! I AM MUSCLEMAN, THE MAN WITH THE SIX-PACK STOMACH!

I THINK YOU'VE BEEN NEGLECTING YOUR MIND, MISTER!

HMPH! AND WHAT ARE YOUR SUPER-POWERS, GIRL?

I HAVE SUPER-PATIENCE!

SUDDENLY...

OUT OF MY WAY!

WHOOSH!

OH NO! MY UNPREDICTABLE FLYING ABILITIES APPEAR TO HAVE TAKEN A LUNCH BREAK!

HELP!

WHIZZZ!

WHOA! I'M SLOWING DOWN!

OBSERVE! THE BLUE-SPIKED ONE SAVED ***PART-TIME POWERS MAN*** FROM BECOMING PAVEMENT PIZZA, BY CREATING A FUNNEL OF SPEED!

DO YOU GOONS ***ALWAYS*** STATE THE OBVIOUS?

WITH SUCH AMAZING SKILLS AS YOURS, YOU ***MUST*** JOIN US AT THE ***SUPER-HEROES CONVENTION*** THIS EVENING!

WE'RE HERE TO LOOK FOR BAD GUYS, NOT ***DO-GOODERS!***

LATER, THE CONVENTION BEGINS...

GREETINGS, ORGANISER! WHAT'S ON THE TIMETABLE FOR THIS YEAR'S EVENT?

HERO CON - '99

OKAY, FIRST OFF IT'S A DISCUSSION ON "SECRET IDENTITIES: DOES YOUR MOTHER KNOW." THEN IT'S "INVISIBLE MENDING FOR LADDERED TIGHTS"...

SUPERHEROES! WHAT ARE YOU LOT DOING HERE?

SMAASH!

OH NO! IT'S JACKO LANTERN AND THE SUPER VILLAINS!

BUZZ OFF, LANTERN! WE'RE HAVING A CONVENTION!

YOU CLEAR OFF, CAPTAIN EGO! IT'S THE SUPER-VILLAIN CONVENTION THIS WEEKEND!

OH HECK! SOMEHOW THE HOTEL HAS BEEN DOUBLE-BOOKED!

FIGHT!

HANG ON! THE VILLAINS HAVEN'T COMMITTED ANY CRIMES YET!

SINCE WHEN DID SUPERHEROES NEED AN EXCUSE FOR A FIGHT?

CRASH!

LOOKS LIKE THE CONVENTION'S GOT OUT OF HAND!

HEY! WHAT'S THAT?

A *METEOR!* AND IT'S ON COURSE FOR *DIRECT IMPACT!* GOT TO *WARN* THESE BOZOS!

BREAK IT UP! YOU'RE IN *REAL* DANGER FROM A *METEOR* HEADING THIS WAY!

ONE OF YOU *FLYING HEROES*, ZIP UP THERE AND *DESTROY* THE METEOR IN SPACE!

COUNT ME OUT! I'M SCARED OF HEIGHTS!

ME TOO!

IF ONLY THE EVIL *METEOR DESTRUCTION MAN* WAS HERE! *HE'D* THINK OF SOMETHING! METEOR-RELATED DOOMSDAY PLOTS ARE HIS *SPECIALITY!*

HAS IT OCCURRED TO YOU THAT HE MIGHT BE *BEHIND* THIS?

OH!

LOOKS LIKE WE'VE FOUND OUR BAD GUY. NOW WE'VE GOT TO FIND HIS HIDEOUT - *FAST!*

A *GIANT MAGNET* ON THE ROOF! THIS *MUST* BE IT!

CRASH!

NO! YOU SHOULD BE AT THE *CONVENTION* WITH THE *OTHER* SUPER-TYPES!

WHUMP!

LET ME GUESS – *YOU* ARRANGED FOR ALL THE HEROES AND VILLAINS TO CONVENE IN ONE TARGET SO THEY'D ALL BE *DESTROYED!*

IN A FEW *SECONDS* – EVEN *YOU* CANNOT STOP A *METEOR!*

BUT I CAN, THANKS TO WHAT I'VE LEARNT FROM MY COMPUTER GENIUS BUDDY, *TEKNO!*

DONE IT! I'VE REVERSED THE MAGNETIC FLOW, TO REPEL THE METEOR BACK INTO SPACE!

LATER...

YOUR VALIANT ACTIONS HAVE SAVED US! I PROPOSE THAT YOU BECOME MEMBERS OF OUR *JUSTICE LEGION OF CHAMPIONS!*

SORRY, BUT OUR WORK IS DONE HERE. WE'VE GOT OTHER ZONES TO EXPLORE!

JUST AS WELL, SONIC ...YOU'D LOOK *RIDICULOUS* IN *TIGHTS!*

THE END

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CAPTAIN PLUNDER AND CREW HAVE JOINED KNUCKLES IN THE FLOATING ISLAND CONTROL ROOM...

KEEP GOING KNUCKLES, LAD! WE BE NEARLY THERE!

I HOPE YOU'RE RIGHT, CAPTAIN...

I'VE NEVER TAKEN THE FLOATING ISLAND UP AS HIGH AS THIS BEFORE!

IF YOU DON'T FIND WHAT YOU'RE LOOKING FOR SOON, I'M...

WAIT! THERE SHE IS, BY CRIKEY...

THE GHOST SHIP OF TANTARAGOR!

KNUCKLES™

The GHOST SHIP

Part 2

Script:
NIGEL KITCHING

Art:
NIGEL DOBBYN

Lettering:
ELITTA FELL

OKAY, PLUNDER, WE'VE **FOUND** YOUR GHOST SHIP...

NOW IT'S TIME FOR **YOU** TO HAND OVER THOSE PLANS OF THE FLOATING ISLAND YOU SAY YOU HAVE!

YOU REMEMBER...YOU SAID THEY WOULD BE JUST THE THING I NEEDED TO HELP ME REPAIR THE TECHNICAL SYSTEMS ON THE FLOATING ISLAND!

I DON'T HAVE 'EM **ON** ME, LAD!

NO, I KEEP 'EM SAFE 'N' SOUND BACK IN ME **PIRATE'S HIDEAWAY!**

IF THIS IS A **TRICK!**

I **PROMISE** EE, LAD, IT'S THE **TRUTH** AS RIGHT AS I'M STANDING HERE!

I STOLE A TRUNK **BRIM-FULL** OF ANCIENT PARCHMENTS ABOUT THE FLOATING ISLAND FROM A SKY FREIGHTER YEARS AGO!

WHERE DO EE THINK I GOT THE MAP FOR THE LOST PYRAMID OF SANDOPOLIS FROM, EH?

NOW LET'S GET TOPSIDE AND TAKE A **GOOD** LOOK AT THAT GHOST SHIP!

*SEE GTC #47 FOR KNUCKLES' AND THE CAPTAIN'S LAST MEETING - Megadroid.

SOON...

WE HAVE A LINE SET UP, CAP'N!

THEN WHAT BE WE *WAITIN'* FOR?...

LET'S GO!

KNUCKLES... WE DON'T BE NEEDIN' ANY *HELP*, LAD!

I JUST WANT TO KEEP MY EYE ON THINGS... THERE'S SOMETHING FISHY ABOUT ALL THIS!

NOBODY ON BOARD, CAP'N!

SPREAD THE WORD... GRAB *WHATEVER* EE CAN FIND... THEY MAY BE BACK ANY MINUTE!

THEY?

YOU SAID THIS WAS A *DESERTED* GHOST SHIP, PLUNDER!

AYE, WELL, THAT'S *SORT OF* TRUE...

'SORT OF TRUE'?

I'VE *FOUND IT*! IT'S *THIS* WAY, CAP'N!

GOOD WORK, FILCH LAD!

DID YOU HEAR *THAT?* SOME KIND OF WAILING?

I HEAR *NUTHIN',* MATEY!

IS *THIS* WHAT YOU BE LOOKIN' FOR, CAP'N?

AYE... THAT IT BE, FILCH!

THE TANTARAGOR IDOL!

ALL *THIS* FOR A LITTLE STATUE?

AH, BUT NOT JUST *ANY* STATUE, LAD...

AIEEEEE!

WHAT? THAT CAME FROM THE DECK...

I THINK OUR LUCK BE JUST ABOUT TO *RUN OUT...*

PLUNDER, WHAT IS IT YOU'RE NOT TELLING ME?

WHAT HAVEN'T I TOLD EE, LAD?...

I HAVEN'T TOLD EE ABOUT THEM!

THEY HAVE REMOVED THE IDOL.

NO MATTER. FOR NOW THEY ARE ALL OUR SLAVES.

NEXT ISSUE: SLAVES!

AMAZING science FX™ GAMES TO BE WON!

Enter this Mega Competition

Wow your mates with these mega-cool Science FX games from The Nomad Company..

Each game lets you perform a different scientific experiment that is fun to conduct and awesome to witness!

There are six games in the Science FX range. Each one is portable, thanks to a handy belt clip, and comes in one of the latest cool colours. There are even accompanying stickers allowing you to customise your collection for instant identification!

COMPETITION RULES
This competition is open to all readers of Sonic the Comic, other than employees of participating companies and their families. We cannot accept any responsibility for any entries that are lost or damaged in the post. The prized will be awarded to the first 25 correct entries drawn after the closing date of 9th November 1999.

Winners will be notified by post as soon as possible after this date. No cash alternative will be offered. Winners' names will be announced in a future issue of Sonic the Comic. Please obtain permission from a parent or guardian before entering this competition. Entries are restricted to one winner per household. The editor's decision is final and no correspondence shall be entered into.

CHECK OUT THE FULL SCIENCE FX RANGE!

SCIENCE FX: INFRA-RED ALARM
Guard your room with an invisible beam. If anybody crosses your doorway, they'll break the beam and an alarm will alert you!

SCIENCE FX: MICROSPY
Amaze your friends by repeating what they said, even though you weren't in the room. How? The Microspy let's you listen in undetected!

SCIENCE FX: METAL DETECTOR
How can sonics be used to identify different metals? Find out with The Metal Detector as it "sounds out" whether an object is iron, silver or gold!

SCIENCE FX: SPEED REACTION
Who's got the fastest reactions in your household? Have fun finding out with the Science FX Speed Reaction test!

SCIENCE FX: STRESS DETECTOR
Sort out the cool dudes from the hot-heads with this infallible experiment. Your friends may say they're cool, the Stress Detector will soon register the truth!

SCIENCE FX: ROCKET LAUNCHER
Discover how a simple, effervescent tablet can propel a small rocket skywards. The secret of this amazing trick is revealed using the Rocket Launcher!

HOW TO ENTER
Thanks to the folk at Meccano Toys, *STC* has 25 Science FX Infra-Red Alarm games to be won. To enter, all you have to do is answer this simple question: How many games are there to collect in the Science FX Range?

Write your answer on a post card or the back of a sealed down envelope, add your name and address and post your entry to: -

Science FX Competition,
Sonic the Comic,
25-31 Tavistock Place,
London.
WC1H 9SU.

Entries must be received by 9th November 1999, which is the closing date.

LOOK OUT FOR ANOTHER SCIENCE FX COMPETITION NEXT ISSUE!

ROBOTNIK
BADDIE BEHIND BARS!

ART: RICHARD ELSON

STIC

Presented with Sonic the Comic

graphic ZONE

Send your artwork to:
Graphic Zone, Sonic The Comic,
PO Box 21328,
London, WC1H 9UY.

MEMORIES OF SUMMER!

KEEP ON THE WATCH FOR THAT ALL IMPORTANT POST DELIVERY, AS EACH ARTIST-HUME WHO GETS THEIR WORK PRINTED IN SONIC THE COMIC (*STC*) WILL RECEIVE AN OFFICIAL SONIC THE HEDGEHOG DIGITAL WATCH.

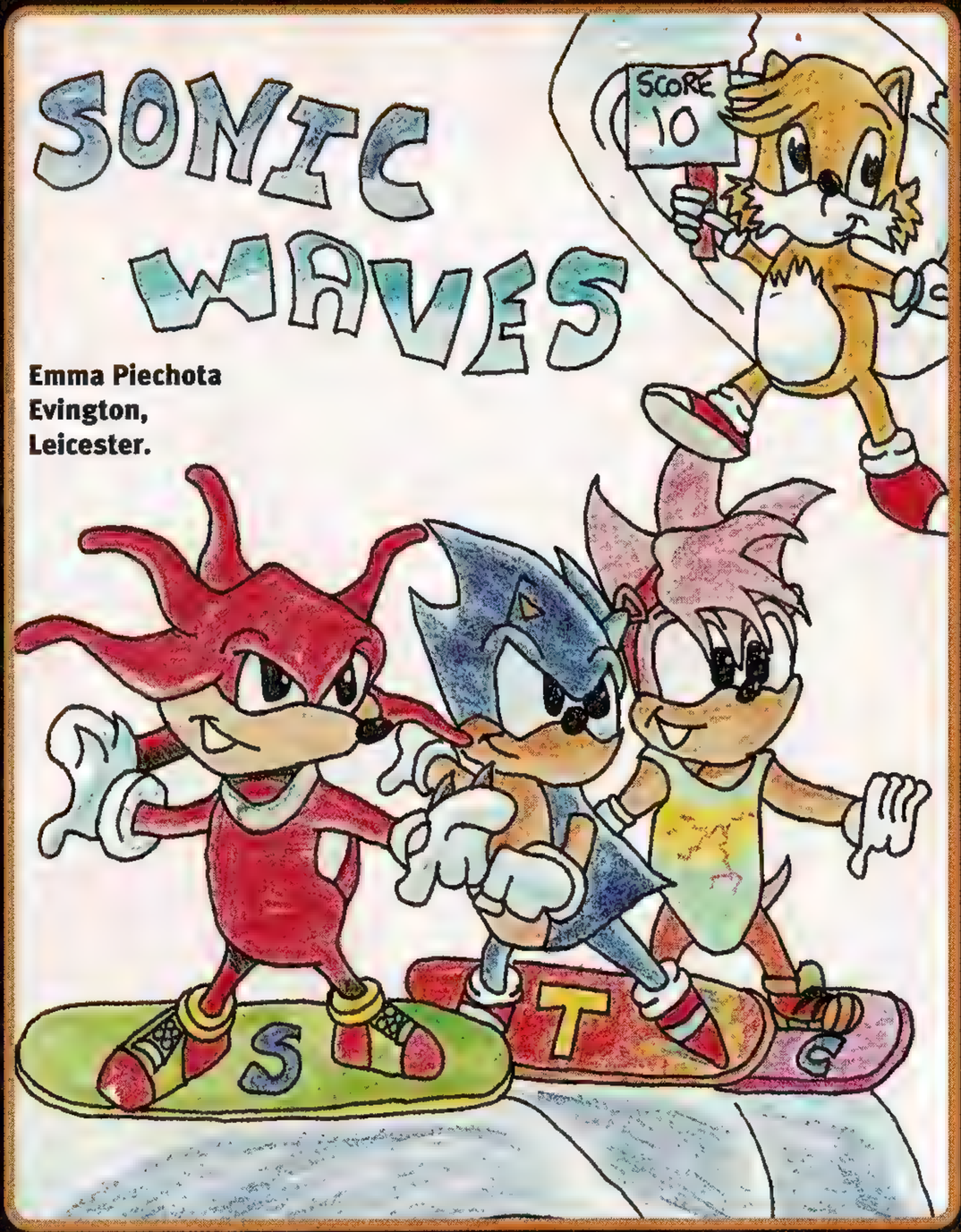
SONIC WARS

Jason Woolford,
Worthing,
West Sussex.

SONIC IN TINTAGEL

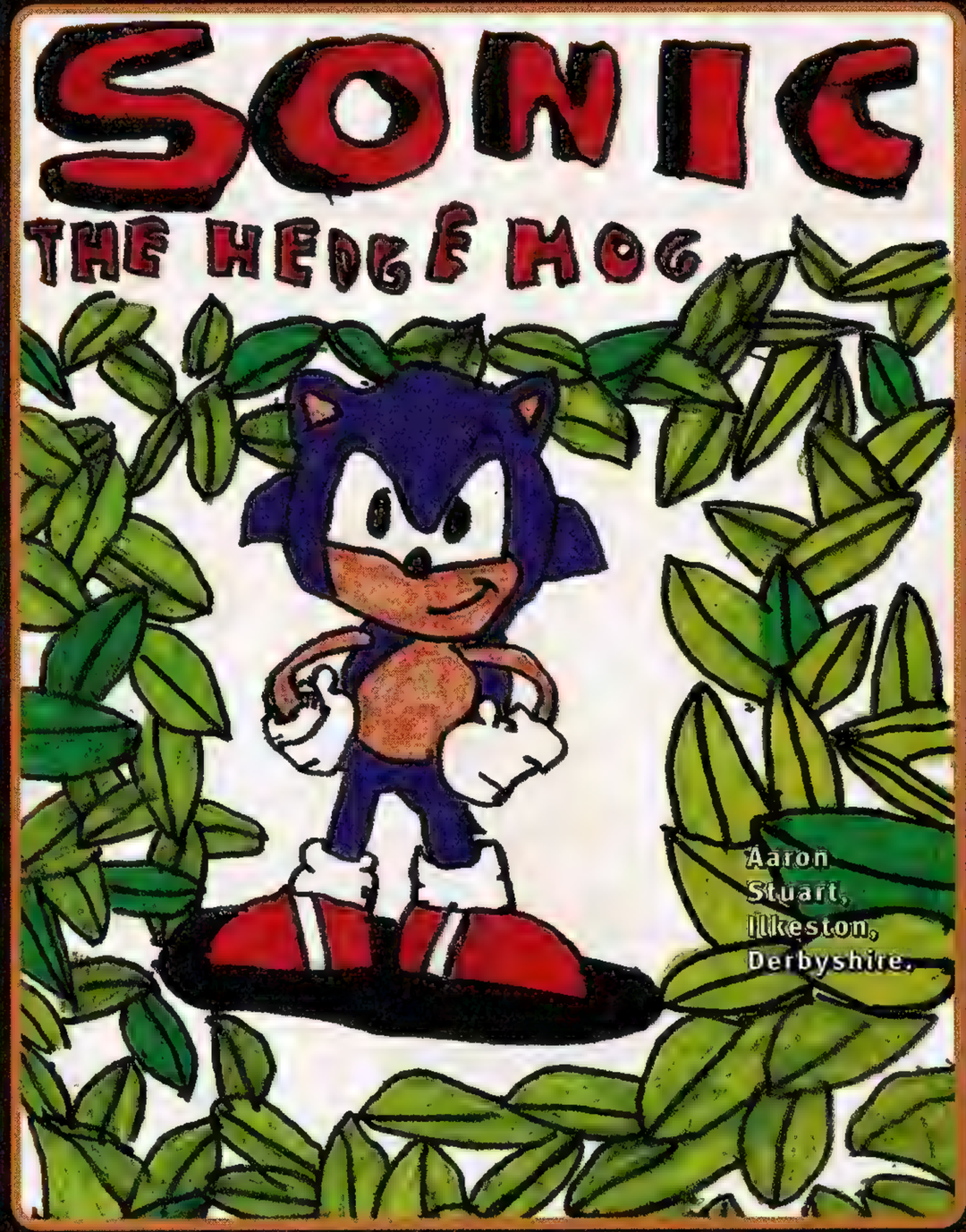
David King,
Chipping Sodbury,
Bristol.

SONIC WAVES



Emma Piechota
Evington,
Leicester.

SONIC THE HEDGE MOG



Aaron
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Rendering!

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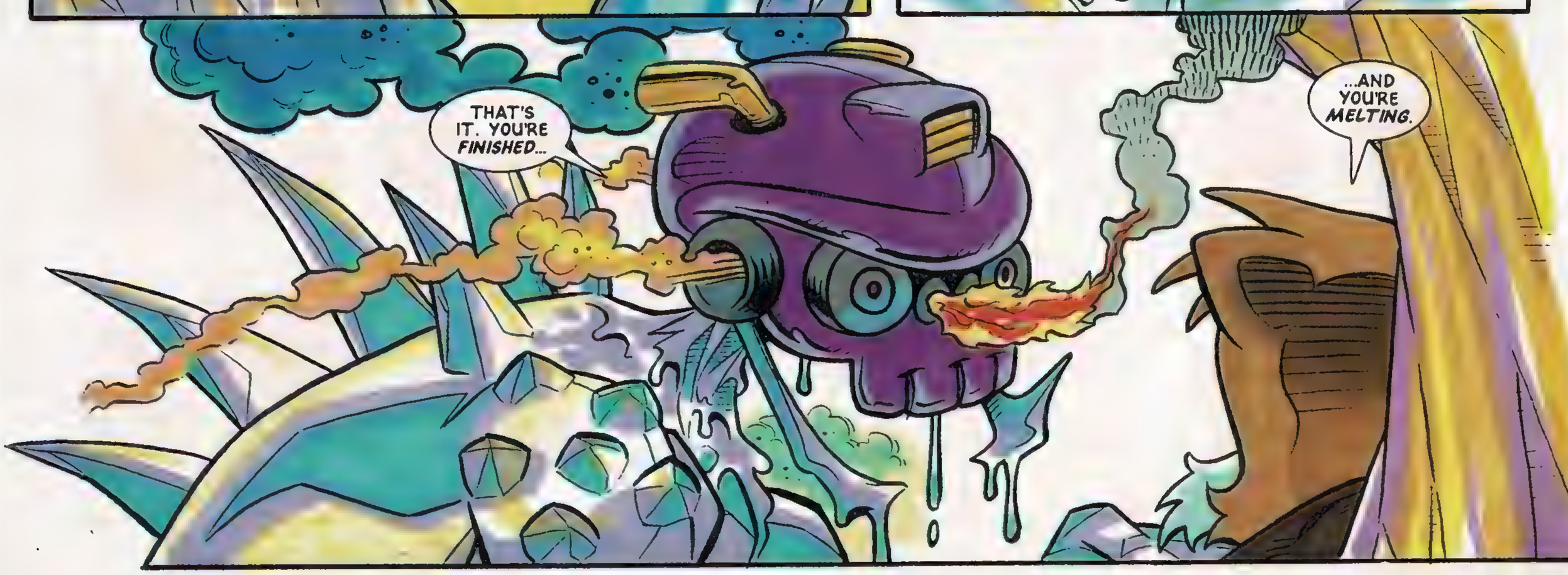
Tails in ZONERUNNER & THE BIG FREEZE PART 4

Script:
MARK EYLES

Art:
ROBERTO CORONA
& BRIAN WILLIAMSON

Lettering:
STEVE POTTER

TAILS HAS BEEN CAPTURED BY THE CRAZED NUTZAN BOLT WHO NOW HAS A BODY OF LIVING ICE.
GOODBYE ZONERUNNER, IT HASN'T BEEN NICE KNOWING YOU.
I WISH SONIC WAS HERE, HE'D KNOW WHAT TO DO.



WHAT? I'VE LOST CONTROL.

BLOORPP!

DRATTED ZONERUNNER! ACTIVATE HEAD WHEELS!

I'LL GET YOU – HEE HEE – IF IT'S THE LAST THING I DO.

I'M STUCK.

KKRK!

YIKES!

KKROOM!

NOW I HAVE YOU AT MY MERCY, HEH HEH! THIS CONTROLS THE *WEATHER* IN THE CHEMICAL PLANT ZONE...

...I'M GOING TO MELT THE *CHEMICAL ICE!* HEE, HEE. YOU'LL *NEVER* GET OUT OF MY ICE CASTLE IN TIME. YOU'LL BE DROWNED *AND* POISONED!

BLAMM!

RAPID HEATING ENGAGED. THANK YOU... URK!

SAB, GET UP. I THINK NUTZAN'S DONE SOMETHING *REALLY* BAD.

UURRGH, MY HEAD. THAT WAS SOME PUNCH.

ZONERUNNER! YOU DEALT WITH NUTZAN?

YOU'RE TOO LATE. HAH HAH HAGURGLE..

THE CASTLE'S STARTING TO COLLAPSE. I GUESS THIS IS IT...

IF ONLY WE HAD A *MICROPUTER* WE COULD REPROGRAM IT AND STABILISE THE TEMPERATURE AND THE WEATHER.

WOULD *THIS* HELP?

I JUST WANTED TO SAY IT'S BEEN AN HONOUR TO KNOW YOU, ZONE-RUNNER.

GOLLY. THANKS, UM, IT'S BEEN NICE TO MEET YOU TOO.

FIRST INSTALL AND RUN AN *INSTANT FREEZE* PROGRAM...

KK... INSTANT FREEZE ENGAGED... GAKK.

...THEN INSTALL AND RUN A *WEATHER STABILIZATION* PROGRAM.

WOW!

OKAY, LET'S GET OUT OF HERE.

LATER, OUTSIDE THE ICE CASTLE.

YOU *DID IT*, ZONERUNNER. YOU DEFEATED NUTZAN BOLT AND SAVED THE ZONE FROM BEING TURNED INTO A DEADLY CHEMICAL SEA.

HE SAVED *EVERYONE* IN THE UNDERGROUND CITY! THE CHEMICALS WERE FLOODING IN – WE DIDN'T STAND A CHANCE!

I DID? BUT... ER...

FRIENDS, THANKS TO THE *ZONERUNNER* WE'RE *FREE* AND THE TYRANT NUTZAN BOLT IS FINISHED. WE HAVE THE CHANCE TO START ANEW AND LIVE IN PEACE.

I DIDN'T REALLY DO ANYTHING. HIS HEAD JUST... THAT IS...

HOW AM I GOING TO EXPLAIN IT? THEY'LL *NEVER* BELIEVE ME. I'D BETTER NOT SAY ANYTHING. IT'LL ONLY GET ME INTO TROUBLE.

HOORAY FOR THE ZONERUNNER!

WHAT AN AWESOME WARRIOR!

I STILL CAN'T BELIEVE HOW MODEST HE IS...

'BYE EVERYONE. LOOK AFTER MY COAT AND MICROPUTER FOR ME.

THE FLOATER DRONE RETURNS TAILS TO WHERE HE WAS SLEEPING.

I'M WACKED. JUST TIME TO GET SOME SLEEP BEFORE SONIC TURNS UP.

WAKE UP, TAILS!

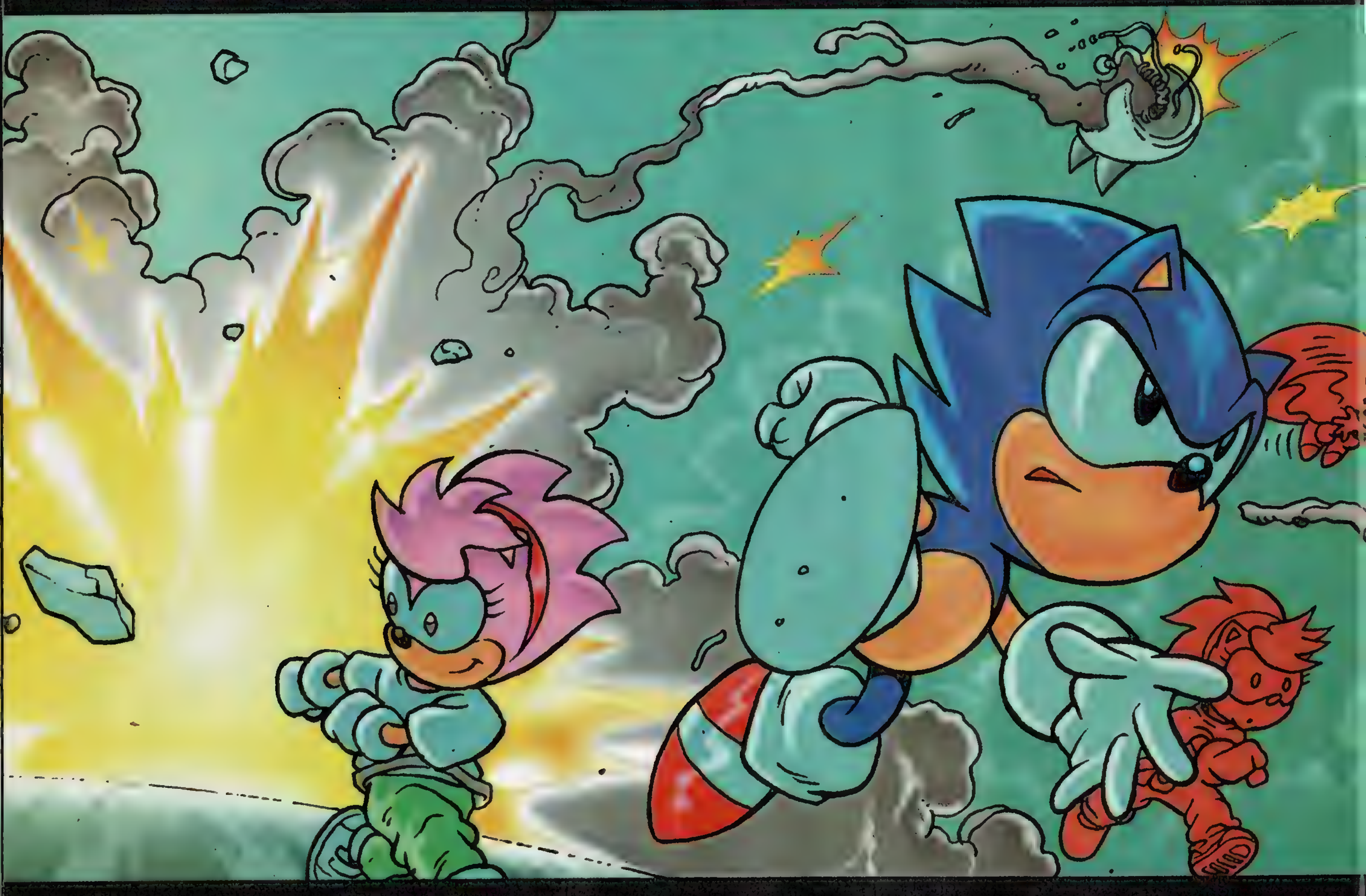
SONIC! AMY! YOU WON'T *BELIEVE* WHAT HAPPENED TO ME...

SAVE IT FOR LATER, PIXEL-BRAIN – WE'VE GOT WORK TO DO.

SIGH!

The End

IN THE NEXT, EXPLOSIVE ISSUE OF STC...



DOUBLE TROUBLE FOR SONIC & AMY!

PLUS!

WIN SCIENCE FX MICROSPY GAMES!

STC 168 - ON SALE WEDNESDAY, 3rd NOVEMBER 1999

COVER ARTISTS: Richard Elson/John M Burns **EDITOR:** Steve MacManus **DESIGNER:** Gary Knight **MANAGING EDITOR:** Steve MacManus **PRODUCTION:** Sarah Colley **MARKETING MANAGER:** Douglas Pocock **PROMOTIONS:** Michelle Brown **MARKETING DIRECTOR:** Rob McMenemy **MANAGING DIRECTOR:** Julie Goldsmith. Published every other Wednesday by Egmont Fleetway Ltd., 25/31 Tavistock Place, London, WC1H 9SU. Origination by Pre-Press Services Ltd., Leeds. Printed on recycled paper by Goodhead Print Group, Bicester. Sonic The Comic must not be sold for more than the price shown on the cover. Copyright © Egmont Fleetway Ltd., 1999. Copyright © Sega Enterprises Ltd. Licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. **Distribution/Trade:** Seymour, 86 Newman St., London, W1P 3LD. Customer Services tel: 020 7396 8000. **Subscriptions:** Egmont Fleetway, PO Box 406, Woking, Surrey, GU21 1LB. Tel: 01795 414 911. **Back issues (from 120 only):** Dept BIM, 25-31 Tavistock Place, London, WC1H 9SU. Tel: (Mon to Thurs, 10am to 12pm, and 2pm to 4pm) 020 7344 6444. ISSN 0969 3041

SONIC THE HEDGEHOG™ Disaster! PART 3

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE

IT'S ALL OVER FOR THE DEATH EGG!

ROBOTNIK'S DEADLY DEVICE IS BEING TORN APART BY KNUCKLE'S ATTACK FROM THE FLOATING ISLAND.

KTOOM!

SONIC WOULD BE A LOT MORE IMPRESSED BY THIS IF HE WASN'T, AT THIS MOMENT, FALLING TO CERTAIN DEATH!

UH OH! EGGROBO'S GOT THE MASTER EMERALD! I MUST STOP IT GETTING BACK TO ROBOTNIK!

HEY BUDDY, MIND IF I BORROW THIS? THANKS!

I'LL ONLY GET ONE CHANCE...

AND THE CROWD GOES WILD! HOW DOES THE COOL, BLUE HEDGEHOG DO IT?

SHRAKK!

BETTER YET— THE EMERALD IS FALLING ONTO THE FLOATING ISLAND!

SCORE ONE MORE FOR THE GOOD GUYS!

YOU WON'T LIVE TO ENJOY YOUR VICTORY, SONIC... IT'S STILL A LONG WAY DOWN!

OH YEAH, FORGOT ABOUT THAT! WAIT AMO...

HOLD THAT POSE, CHUCKLES!

WH...WHAT ARE YOU DOING?

MEANWHILE, ON BOARD THE STRICKEN DEATH EGG...

NO NOOOO! MY EXQUISITE DEATH EGG!

IT'S OVER, GREAT ROBOTNIK, WE HAVE TO LEAVE, WHILE WE STILL CAN!

ALL RIGHT, GRIMER, WE'LL GO!

BUT I SHALL HAVE MY REVENGE... THE WHOLE OF THE EMERALD HILL ZONE IS GOING TO SUFFER LIKE NEVER BEFORE!

BOY, THAT EGGROBO *REALLY* DIDN'T WANT TO LEND ME HIS *JET PACK!*

HIS LOSS! IT'S THE ONLY WAY I CAN REACH THE FLOATING ISLAND!

OH LOOK, A FALLING DEATH EGG... TIME TO MAKE A WISH!

WHAT DO YOU KNOW – IT *WORKED!* THERE'S THE *EMERALD* JUST WHERE I EXPECTED IT TO BE!

BOY, THIS THING IS *HEAVY!* STILL I'VE *GOT* TO GET IT TO THE FLOATING ISLAND'S *EMERALD CHAMBER!* WITHOUT ITS POWER THE FLOATING ISLAND CAN'T STAY IN THE SKY FOR MUCH LONGER ... I *DREAD* TO THINK WHAT WOULD HAPPEN IF IT *CRASH-LANDED ON MOBIUS!*

K-ZAKK!

I JUST *KNEW* YOU'D SURVIVE THAT FALL SOMEHOW, *SPIKEBALL!* NOW STAND ASIDE, I WANT THAT MASTER EMERALD!

ROBOTNIK! DON'T YOU *EVER* GIVE UP?

BK-KOW!

DON'T BOTHER THINKING OF A REPLY, WALRUS CHOPS... YOU DON'T HAVE *TIME!*

FIRST I'M GOING TO **SQUASH** YOU LIKE THE *INSECT* YOU ARE!

THEN I'M GOING TO TAKE CARE OF YOUR PRECIOUS EMERALD HILL ZONE... *PERMANENTLY!*

BTHOOM!

BRAK-K!

YOU TALK TOO MUCH!

SKTK!

I... I'VE NEVER SEEN HIM LIKE THIS BEFORE... NEVER SO *SAVAGE!*

PTOW!

KRRANG!

THE ISLAND'S EDGE! AAAAAGH!

I ... I DIDN'T MEAN TO KNOCK HIM OVER ...

HUH, LOOKS LIKE ROBOTNIK'S LUCK IS HOLDING OUT AS USUAL!

THOSE DAMAGED JETS SHOULD TAKE HIM DOWN SAFELY ... THOUGH I WOULDN'T BET ON A SOFT LANDING!

KNUCKLES ... JUST WHEN I DON'T NEED YOU!

LATER, SONIC! IF WE DON'T GET THE MASTER EMERALD BACK TO THE EMERALD CHAMBER NOW, IT'LL BE TOO LATE TO STOP THE FLOATING ISLAND CRASHING!

NOT SO FAST, SUNSHINE! DON'T FORGET, I GOT THE EMERALD OFF ROBOTNIK AND I'LL BE HAPPY TO LET YOU HAVE IT ...

IN RETURN FOR A LITTLE FAVOUR!

THREE DAYS LATER OFF THE COAST OF THE EMERALD HILL ZONE.

I WONDER IF WE'LL EVER SEE HOME AGAIN.

ROBOTNIK'S EVIL MUST COME TO AN END ONE DAY. I KNOW WE'LL RETURN.

SO THAT'S THE FLOATING ISLAND! HOW IS ANYTHING THAT BIG ABLE TO *FLY?*

THE LAST BOAT IS NEARLY ACROSS, SONIC, WE MAY AS WELL LAND!

OKAY, TAILS!

YOU MAY HAVE DRIVEN US OUT, ROBOTNIK ... BUT WE'LL BE BACK, *COUNT ON IT!*

OKAY, RED, EVERYONE'S HERE. THE EMERALD HILL ZONE IS *COMPLETELY EVACUATED!*

RIGHT, AS LONG AS YOUR PEOPLE KEEP TO THE FLOATING ISLAND'S *MUSHROOM HILL ZONE* EVERYTHING SHOULD WORK OUT FINE!

YOU HAVE OUR WORD...

BUT WHAT'S MORE TO THE POINT, NOW THAT THE FLOATING ISLAND IS ON *FULL EMERALD POWER* WE'RE SAFE FROM ANY ATTACK!

THAT'S THE THEORY ANYWAY.

I TRIED GOING EASY ON THOSE EMERALD HILL *WORMS!* I TRIED TO BE A *JUST RULER!*

BUT THAT'S ALL OVER NOW! FROM NOW ON IT'S *NO MORE MISTER NICENIK!*

NEXT ISSUE : IF THINGS AREN'T ALREADY BAD ENOUGH — HERE COMES PREDICTO!

MIAMI MICE

CURSE OF THE MUMMY

ZZZ... SPOOKY MOVIE!

GRAB THE DAIRYLEA! OUR TUBBY TABBY AMIGO IS DOZING IN FRONT OF THE TV!

KRAFT dairylea

S'LIKE TAKING CANDY FROM A BABY!

BUT TASTIER YAH?

dairylea

CREAAAAK!

UH-OH! LOOSE FLOORBOARD!

ZZZ...MIAMI MICE!

MEEOOOW!

HE'S RIGHT ON OUR TAIL!

QUICK! THAT FIRST AID BOX!

MARK BENNINGTON

THEN...

HA-HAH! THEY'VE ABANDONED THE DAIRYLEA!

THE CURSE OF THE CHEESY PYRAMID IS UPON YOU O' FAT FURRY ONE!

EH?!

M-M-MUMMY MICE!

AAAAAARGGGH!

CRASH!

ANOTHER DAIRYLEA MISSION 'WRAPPED' UP!

DAT SCAREDY CAT WATCHES FAR TOO MUCH TV!

BANDAGE

KRAFT dairylea

WARNING! THESE MICE WILL DO ANYTHING FOR DAIRYLEA